Graded Assessment – Socket API & Digital Transmissions

Quiz, 10 questions

10/10 points (100%)

Congratulations! You passed!

Next Item

1 / 1 point

1.
In BSD socket API, which call is usually used for transmitting data in the connectionless mode?

- accept()
- connect()
- sendto()

Correct
Correct. Refer to Berkeley Sockets API - I lecture

- None of the above

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1 / 1 point

2.
Which of following statement about TCP/UDP sockets is wrong?

- TCP socket is stream oriented
- UDP socket is block oriented
- TCP is faster than UDP

Correct
when the low level parts of the TCP “stream” arrive in the wrong order, resend requests have to be sent, and all the out of sequence parts have to be put back together requiring more work while UDP does not require ordering or tracking of messages which makes it faster.

All of the above

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1 / 1 point

3.

Which of following are commonly used as digital communication medium?

- [x] All of the above

Correct

Some of the commonly used physical transmission media are twisted copper cable, good quality coaxial cable and radio frequency bands.

- [ ] Coaxial cable
- [ ] Twisted pair
- [ ] Optical fiber

1 / 1 point

4.

Consider a network link that has distance of 100 meters, and signal traverses at the speed of light in cable 2.5 x 10^8 meters per second. The link has transmission bandwidth of 100 megabits/second (100 x 10^6 bits per second). The packet size is 400 bits. What is the signal propagation delay?

- [ ] 4 x 10^-6 seconds
- [x] 4 x 10^-7 seconds

Correct

Correct. Refer to Digital Transmission Fundamentals lecture

- [ ] None of the above
- [ ] 4 x 10^-9 seconds

1 / 1 point

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5.
Consider a network link that has distance of 100 meters, and signal traverses at the speed of light in cable 2.5 x 10^8 meters per second. The link has transmission bandwidth of 100 megabits/second (100 x 10^6 bits per second). The packet size is 400 bits. What is the packet transmission delay?

- 4 x 10^-9 seconds
- 4 x 10^-7 seconds
- 4 x 10^-6 seconds

Correct
Correct. Refer to Digital Transmission Fundamentals lecture

- None of the above

1 / 1 point

6.
An API allows application programs to access certain resources through a predefined interface?

- True

Correct
Correct. Refer to Berkeley Sockets API - I lecture

- False

1 / 1 point

7.
In transport protocol, which of the following statements is true for User Datagram Protocol

- It enables best-effort connectionless transfer of individual block of information

Correct
Correct. Refer to Berkeley Sockets API - I lecture

- It enables connection-oriented reliable transfer of individual block of information
- It enables best-effort connectionless reliable transfer of a stream of bytes
- None of the above

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10/10 points (100%)

1 / 1 point

8.

Which of the following sentences are true for connectionless stream mode of service

- [x] No setup overhead and delay

Correct

Correct. Refer to Berkeley Sockets API - I lecture

- [x] Destination address with each block

Correct

Correct. Refer to Berkeley Sockets API - I lecture

- [x] Send/receive to/from multiple peer processes

Correct

Correct. Refer to Berkeley Sockets API - I lecture

- [ ] Multiple write/read between peer processes

Un-selected is correct

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1 / 1 point

9.

In transmission delay, in order to reduce the number of bits in a message we use data compression

- (•) True

Correct

Correct. Refer to Digital Transmission Fundamentals lecture

- ( ) False

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1 / 1

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Quiz, 10 questions

10/10 points (100%)

1 point

Which of the following is true of data compression algorithms

- [ ] Modify data headers

Un-selected is correct

- [ ] Recover original information exactly

Correct

Correct. Refer to Digital Transmission Fundamentals lecture

- [ ] Represent the information using fewer bits

Correct

Correct. Refer to Digital Transmission Fundamentals lecture

- [ ] Recover information approximately

Correct

Correct. Refer to Digital Transmission Fundamentals lecture